

Kansasfest 2017 Schedule

KEY: CF - CAFETERIA - MASSMAN HALL
CR - CORCORAN HALL
KC - KANSAS CITY AIRPORT
KS - KANSAS CITY
SAC - STUDENT ACTIVITY CENTER
(THE PARTY BARN)

Stop by the Corcoran Lobby to check in and pick up your registration packet and name badge.

1530-1415
CR
Newcomer Orientation (optional)

Meet in the Corcoran basement to learn tips for an enjoyable week.

1630-2000
Dinner Outing

Jack Stack (BBQ), Lidia's (Italian), Cafe Gratitude (Vegan). Gather in the Corcoran Lobby and we will make the trek together. All eateries are close to each other. We will need drivers, so if you have a car please offer a ride to your fellow Kfest attendees.

2100-2200
CR
Kfest Committee Meeting

In case you don't see any committee members around, now you know why! (closed door)

=====
Monday, July 17
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1100-1400
KC
Peikop Endropov - airport ride sharing
- Carl Knoblock, chief taxi coordinator

1400-1700
CR
Super Early Bird Dorm Check-in

For those arriving Monday, stop by the Corcoran Lobby to check in and pick up your room key.

1700-1745
CR
Newcomer Orientation (optional)

Meet in the Corcoran basement to learn tips for an enjoyable week.

=====
Tuesday, July 18
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0800-
KC
Peikop Endropov - airport ride sharing
- Carl Knoblock, chief taxi coordinator

1200-1530
CR
Registration

=====
Wednesday, July 19
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0700-
CR
HackFest Begins
See <https://www.kansasfest.org/hackfest/>
for rules and past entries.

0730-0830
CF
Breakfast at Rockhurst

0900-1000

CR

Settle In

Wind up the air conditioning, stock the coolers, set up your Apple II gear, settle in and meet your neighbors. Decorate your door for the door contest!

1000-1130

CR

Sean's Apple II Garage Giveaway

- Sean Fahey & James Littlejohn

One never knows what goodies Sean will disperse at KFest. All items are free; however, please leave a donation to help defray the many expenses Sean has in storing, acquiring and transporting the stash. Please be thoughtful in what you grab so that everyone gets a chance to take home a treasure. Transportation of goods provided by James Littlejohn in "The Big Green Truck".

1130-1300

SAC (not Massman Cafeteria)

The Great KFest Kookout

- Rockhurst Catering

Enjoy the BBQ and get to know your fellow Apple II nuts. Lunch will be catered by Rockhurst Dining Services.

1230-1300

CR

Juiced.GS Staff Photo

If you have been invited to this year's *Juiced.GS* staff photo, please meet outside the SAC at 12:30 PM. Wear a dark shirt, but bring a light / white one as well for any necessary costume changes.

1300-1330

CR

Late Registration at Corcoran Hall

1330-1345

CR

Welcome to KFest

Introduction of committee members; tips and tricks for having a fantastic week.

1345-1545

CR

KansasFest 2017 Keynote

- Antoine Vignau and Olivier Zardini

Vignau and Zardini founded Brutal Deluxe Software in 1992 focusing on 16-bit software. The team created programs, such as the *Convert 3200* graphics tool, and adapted games like *Bille Art*, *The Tinies*, *Cogito*, *Blockade*, and *Lemmings*. The team remains active and has since released numerous titles, including *Cadius* (disk image utility), *Merlin 32* (cross-assembler), *You, DustHead!* (disk head cleaning utility), *i'm fEED up* (disk archiving), *MountIt* (disk image tool), and *Fishhead* (file copier). They also created comprehensive archives of cassette tapes, French cracking and underground groups, machine serial numbers, and unique documentation. This year, Brutal Deluxe published demonstrations and tools for playing quadraphonic and octaphonic sound on the Apple IIgs. A quarter-century of continuing Apple II innovations and personal perspectives on the European computing scene are sure to delight all.

1600-1630

CR

Session - Universal PSU Kit

- Henry Courbis & Anthony Martino

Learn more about ReActiveMicro's replacement power supply for the Apple II. The Universal PSU Kit is designed to be installed in your existing Apple II or /// Power Supply Enclosure and replace your old Power Supply PCB. All connections can be made by the user and are safe, simple, and designed to last for the next decade and beyond of use. The Kit is also uninstallable and the enclosure isn't modified in any way. Users are invited to bring their own supplies to upgrade and follow along.

1645-1715

CR

Session - Making Your Own Apple Gear
- Kathryn Szkotnicki

Join Kate as she shows you how to put the Apple (c) logo on shirts, hoodies, bags, blankets ... (Technique can also be used for other computer logos, but why would you want to?)

1730-1830

CF

Dinner at Rockhurst

1845-1945

CR

Session - Today in iOS
- Rob Walch

Rob Walch of *Today in iOS* podcast joins us for a look at tips, tricks, and the latest in Apple's iOS and related hardware. This year marks his 11th presenting at KansasFest!

2000-2030

CR

Workshop - RetroConnector Mini HackFest II
- Charles Mangin

Charles from RetroConnector will present new hardware to tinker with, along with a "mini hackfest" contest for software and hardware hackers alike.

Participants can create new software or hardware that takes advantage of any RetroConnector product, or hack new functionality into existing hardware. Everyone who enters will receive necessary hardware to test with, sample code to get started, as well as troubleshooting assistance and access to a variety of additional boards and tools to complete their entry. Supplies are limited, first come, first served, so get your ideas together early.

Entries will be reviewed, and prizes awarded, at the end of KFest. Good Luck!

2030-2230

CR

Workshop - SolderFest!

Bring your soldering projects and work alongside others. Share tips and tricks, and get help from those with years of experience. Don't forget to bring your own soldering iron, solder, etc.

2300-?

Late Night Run to Steak & Shake, Jack in the Box, Denny's, etc.

Why sleep? You can do that when you get home! May occur on this night or any other.

=====
Thursday, July 20
=====



0730-0830

CF

Breakfast at Rockhurst

0845-0915

CR

Session - Disk Imaging with Applesauce
- John Morris

John will discuss the development of the Applesauce floppy drive controller that enables you to connect your Apple II floppy drive directly to your modern computer via USB. He will also discuss how to use the software and various other topics around disk imaging and copy protection.

0915-945

CR

Session - Porting Games from Booter to ProDOS
- Peter Ferrie

Peter will demonstrate how to convert self-booting games to files that run from a ProDOS system.

0945-1015

CR

Session - Text Adventures Revisited

- Evan Wright

Evan will be presenting a cross platform text-adventure authoring tool which can export a game from PC straight to Apple II. Topics will include the data structures underlying a text adventure and how a parser actually works.

1030-1100

CR

Session - Disassembling KVO5

- Charles Mangin

Charles will introduce KansasFest to KIM-1, a single board 6502 hobbyist computer from 1976. From there, he will delve into KVO5, a previously unpreserved (homebrew?) operating system for the KIM, recovered from four 1K ROMs acquired at an estate sale. What has he discovered? What remains to be found? Does he know what he's doing, or what he's gotten himself into?

1100-1145

CR

Session - The Big Apple Round-up

- Jason Scott

Earlier this year, Jason put out a public call for Apple II floppies to image and bring online, and the results have been spectacular. Jason will cover how it's all gone, the arguments for and against such an effort, and how to break out of the usual suspects into some true deep floppy archaeology.

1200-1300

CF

Lunch at Rockhurst

1315-1415

CR

Session - Sprite Compiling for Apple Hi-Res

- Quinn Dunki

What's the theoretical maximum performance

of Apple II Hi-Res graphics? How close can we really get to that? Sprite compiling is a technique we can use to find out. Quinn will start with a primer on working with Apple II Hi-Res graphics, and will conclude with an exploration of sprite compiling on this strange beast. Is 8-bit sprite compiling worthwhile? Come to this session and find out.

1430-1530

CR

Session - Cracking at Scale

- Mark Pilgrim

Automation is the future of preserving the past.

1545-1630

CR

Session - More Steamed Apples

- Ken Gagne

As yesterday's gamers become today's game developers, they look to their childhood favorites for inspiration. This session will examine new games where the Apple II influence is strong, fueled by nostalgia but with a unique spin. Each modern game will be available for PC, Mac, and Linux via Steam, the largest online computer game marketplace.

1630-1715

CR

Session - An Apple II Build Pipeline for Inform

- Michael Sternberg

Inform is a compiler that targets the Z-machine used by Infocom text adventures. In a previous year's session, C. Vanston discussed the syntax for Inform story files. This session continues from there to show what tools are necessary to compile your homespun story files straight to a disk image for immediate play-testing in an Apple II emulator. Also, a brief survey of the different Z-machine versions that were implemented on the Apple II will be covered.

1730-1830

CF

Dinner at Rockhurst

1845-1945

CR

Lightning Talks

Rapid-fire, five-minute talks on a variety of Apple II topics. We have slots for 12 talks--look for the sign-up sheet in the Corcoran lobby.

2000-2130

CR

Workshop - Handmade Floppy Sleeves

- Melissa Barron & Daniel Kruszyna

Attendees will learn to, cut, fold, and glue their own 5.25" floppy sleeves. We will provide a few sets of tools for attendees to share and some basic cardstock. Attendees are encouraged to bring their own paper and decorating supplies to create their own unique style.

2130-2230

CR

Ryan Suenaga Memorial Krispy Kreme Night

Come enjoy some warm donuts and cold milk, as Ryan would've wanted. A donation jar will be available, with 100% of the proceeds going toward his scholarship fund.

2300-?

Late Night Run to Steak & Shake, Jack in the Box, Denny's, etc.

Why sleep? You can do that when you get home! May occur on this night or any other.

=====
Friday, July 21
=====



0730-0830

CF

Breakfast at Rockhurst

0845-0915

CR

Session - Parallel Printing Enhances the Apple II

- Dr. Stephen Buggie

Computer printers from the Apple II era were of either of two technologies: serial and parallel. Apple's Imagewriter printers are serial, while most PC and clone computers are parallel. Most Apple II users stayed with serial printers; many have never connected a parallel printer to their Apples. Parallel printers are nonetheless available to Apple users; as many as fifty parallel printer interface cards are available to Apple users.

This paper presents various advantages of parallel printing over the serial alternative. Parallel printers, above all, are easily connected and are easily used. DIP switches are absent from most parallel printers, but DIP switches are common on serial printers.

Apple's Super Serial card has 12 DIP switches to adjust its many parameters prior to use. The owner's manual is essential for adjusting a serial card's DIP switches; without that manual a serial printer could become inoperable. For parallel printing, lack of dip switches on the interface card is a strong advantage. Printing can proceed even when the card's owner's manual is unavailable. Simplicity of operation is a strong advantage for older equipment in the Apple II world.

Another advantage for parallel printers is that parallel interface cards are among the least expensive cards currently available for Apple II. Working interface cards are often priced at \$10.00 or less at Ebay or from other suppliers.

Many "printer spoolers" (buffers) are available for parallel interface cards, such as the Quadram microfazer. These spoolers enable the computer to shift to other functions while lengthy printing jobs

are completed. Printer spoolers require external power; yet, the Centronix parallel interface supplies DC power to the spooler, eliminating any need for a DC power adapter. The DC power enters the spooler, concurrently with the transfer of data from the computer, through the spooler, and into the printer.

0915-0945

CR

Session - Applesoft BASIC: Line Numbers

Need Not Apply

- Michael Mulhern

Cross system 6502 assemblers, C compilers, tool sets galore exist for power programmers, but what about the rest of us? Michael Mulhern will introduce you to Nibble BASIC where you can write Applesoft code on your Apple II with a full screen editor without using line numbers. Then through the customizations he made to create S-BASIC, that he used for his own quick program development. Finally Michael will demonstrate his prototype Applesoft editor/generator that allows programmers to use variable names with more than two significant characters, pass values to and from subroutines and use subroutines within BASIC statements, all on a modern PC or Mac, for transferring to our venerable Apples.

0945-1015

CR

Session - GamePort I/O: Controlling 120vAC

- Andrew & Ivan Hogan

We're going to use our game port interface to control 120vAC devices.

<http://ivanhogan.com/gpib/120vAC.htm>

1030-1045

CR

Session - FD 2017: Moving Forward with Logo

- Peter Neubauer

Logo, both the language and philosophy, remain relevant and useful. Peter will

explore and discuss Logo's untapped potential and opportunities for innovation.

1045-1115

CR

Session - Whole Disk Copy Scheme

- Forrest Lowe

A "whole disk copy" scheme was proposed in the mid-80s as a method to circumvent copy protection, and more recently was attributed to S. Wozniak in 2011. There will be discussion of the physics and other related technologies to support or deny its feasibility.

1115-1145

CR

Session - A.P.P.L.E.'s Blast from the Past

- Brian Wiser & Bill Martens

Join Brian Wiser and Bill Martens for a brief overview of the A.P.P.L.E. users group and Call-A.P.P.L.E.. Hear new product announcements and a few surprises.

1200-1300

CF

Lunch at Rockhurst

1315-1400

CR

Session - Lego programming on the Apple II

- Evan Kobletz

Mindstorms, schmindstorms! I was stuck home all of summer 2016 recovering from leg surgery so I used the time to play with the Lego Dacta TC LOGO kit circa 1987. It lets you build robots the 8-bit way. I learned a lot and had some help from Apple II community members such as Paul Hagstrom, Jonathan "Systems Glitch" Chapman, Michael Mulhern, and Daniel Roganti. Now I would like to share what I learned back with the community. I will explain what the Lego kit includes, its options for various computers, its options specifically for the Apple II series, some hardware/software experiments that failed and others that

worked, what's left to test, areas where I could use more assistance, and what I plan to do next.

1415-1515

CR

Session - Apple II Family Feud

- Kevin Savetz

Five members of one family are pitted against five members of another family. Each team's goal is to guess the results of audience survey questions, which of course are all about the Apple II. Hilarity ensues!

1530-1615

CR

Session - A Fireside Chat with Randy Brandt

- Randy Brandt

AppleWorks, Beagle Bros, TimeOut, JEM. Randy was intimately involved with these heavy hitters of the Apple II world and will share bits and pieces from their fascinating history.

1630-1700

CR

Session - Aiiee

- T Phelps

Aiiee, which is pronounced as in "aiiee, schweinhund", is a new Apple II emulator that performs animated software visualization and time travel.

1715-1800

CR

Pizza from *Juiced.GS*

- Ken Gagne

The pizza party is brought to you by *Juiced.GS*, whose publisher will take the opportunity to share news of the magazine's future.

1800-1830

CR

Awards and Contests

Presentation of the Apple II Forever awards, Crazy Tie contest, Door contest, contest contest.

1830-1900

CR

KFest Group Photo

Right after the awards we will assemble in the Corcoran lobby for the annual KansasFest group photo. Ahh, the memories!

1930-2100

CR

Game Night

Four-way Apple II arcade action awaits you in the basement. Board games and RPGs, too!

2100-2200

CR

Big Mega Podcast

Podcasters in attendance gather in the chapel for their annual round table discussion. (closed door)

2300-2330

CR

Video linkup with W0zFest (Sydney, Australia)

- Sean McNamara

Video chat with Australian Apple II enthusiasts gathering in Sydney.

2300-?

Late Night Run to Steak & Shake, Jack in the Box, Denny's, etc.

Sleep is for lightweights! May occur on this night or any other.

=====
Saturday, July 22
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0730-0830

CF

Breakfast at Rockhurst

0845-0945

CR

Session - Nox Archaist Product Demo with
Programming Discussion

- Mark Lemmert

Mark will introduce Nox Archaist, a tile-based RPG with a sword & sorcery theme that is currently under development for original Apple II hardware and emulators. The talk will include gameplay demos and a "behind the scenes" assembly language programming overview with Q&A. There will also be a special announcement.

1000-1100

CR

Session - So You Want to Fix and Restore
Your Apple II?

- Jay Graham

This session will demonstrate basic troubleshooting skills and show how to take apart the various models of the Apple II line and associated hardware. Jay will demonstrate techniques used to restore the equipment and get it functioning again, and will show a few techniques on how to troubleshoot RAM problems. Additionally, he will show some of his own tricks and tools for working on the Apple II as well as demonstrate some tips and tricks he has learned from others. Jay would also welcome audience participation and tips and tricks others have learned.

1115-1145

CR

Session - NTSC Artifact Colors: The Next
Generation

- David Schmenk

The Apple II uses a technique called NTSC artifacting to display colors without additional hardware. The IIGS introduces new video resolutions that are somewhat at

odds with NTSC timing. Generally, the IIGS's Super HiRes was thought to be an RGB monitor-only mode. However, by combining the technique pioneered by the Apple II with some clever Super HiRes trickery, maybe we can get more colors than ever thought possible.

1200-1300

CF

Lunch at Rockhurst

1315-1415

CR

Session - ProDOS: Recent Changes and Future
Improvements

- John Brooks

Summary of recent changes to ProDOS and discussion of future improvements.

1430-1500

CR

New Product Announcements

If you have a new product announcement, this is the time to share it!

1515-1715

CR

Apple II Exhibition Hall / Swap Meet /
Vendor Fair

Bring out your gear, set it up, and we can all enjoy each other's hacks, machines, etc. This is also a good time to lay out your wares for sale.

1530-1600

CR

HackFest behind-closed-doors judging

1630

CR

Awarding of HackFest Prizes

1730

KS

Informal trip to local restaurants

Gather in the Corcoran Lobby and we will disperse to local area restaurants. We will need drivers, so if you have a car please offer a ride to your fellow KFest attendees.

2200

KS

Coin-op Arcade & Movie Night

On the town or in the dorm, stay tuned for details.

2300-?

Late Night Run to Steak & Shake, Jack in the Box, Denny's, etc.

Last chance for a Late Night Run. You can always sleep on the plane or at a rest stop!

=====
Sunday, July 23
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0800-0900

CF

Breakfast at Rockhurst

1100-1300

CR

Move out of dorms

1300

CR

Latest time for checkout

Please turn in your card to a KFest Committee member or check out at the RA desk

PLEASE DO NOT FORGET TO TURN IN YOUR KEY AND CARD. THEY COULD COST US \$100!!!

1300-?

You are free (not FREE) to spend the afternoon visiting with old and new friends, exploring Kansas City, etc.

SEE YOU NEXT YEAR!